



# Star Wars Dodgeball Games (ages 6-14)

## Activity Reference Guide

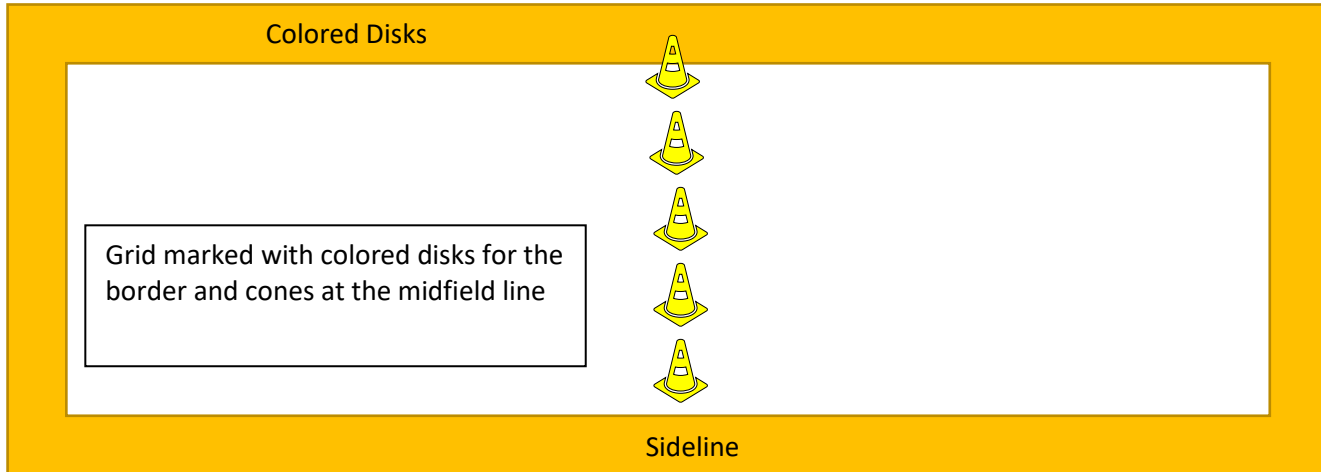


### Mandalorian Dodgeball

Purpose: Throwing, Catching, Strategy, Teamwork, Agility

Equipment: Spots/Disks, Dodgeballs, Cones/Disks

Set Up: Set-up a large dodgeball game grid with a midfield line to separate the two sides.



#### Execution:

- Divide players into camp teams and have them stand on their team's baseline.
- Put half of the dodgeballs on each side of the field
- When coach blows his/her whistle, the game begins and all of the players grab a dodgeball and start throwing the ball at the other team.
- If a player gets hit by a ball below the head, they are out and must stand on their teams sideline.
- If the ball bounces first it doesn't count. If the ball hits the player in the head, it doesn't count
- If a player catches the ball, the player who threw the ball is out. The first person in line on the sideline is back in the game.
- Each team has 2 characters with special powers.
  - Boba Fett & Jengo Fett - The Mandalorians are allowed to cross the midline to get players out on the other team. In they get hit on the enemy side of the line, they must take a knee where they got him. The only way they can get back in the game is to catch/receive a ball from a teammate. They are not allowed to move off a knee to catch/recover the ball. Retrieving/catching the ball gives them a free walk back to their side of the grid to their own baseline. Once they touch the baseline they are allowed to rejoin the game.
- Each team has to tell the coach who has special powers but not the other team.
- Switch which players are Boba Fett & Jengo Fett each round and continue as time permits.

#### Variations:

- Advanced: The Fett's must catch the ball in the air in order to get back in the game. If the ball hits the ground before they catch it, it does not count.